

VIRTUAL CAMERAS AND 3-D GAMING ENVIROMENTS IN A GAMING
MACHINE

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ABSTRACT OF THE DISCLOSURE

10 A disclosed gaming machine provides method and apparatus for presenting a
plurality of game outcome presentations derived from one or more virtual 3-D gaming
environments stored on the gaming machine. While a game of chance is being played
on the gaming machine, two-dimensional images derived from a three-dimensional
15 object in the 3-D gaming environment may be rendered to a display screen on the
gaming machine in real-time as part of the game outcome presentation. To add
excitement to the game, a 3-D position of the 3-D object and other features of the 3-D
gaming environment may be controlled by a game player. Nearly an unlimited variety
of virtual objects, such as slot reels, gaming machines and casinos, may be modeled in
the 3-D gaming environment.

09927901-000901
F06000-T067260